Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S94	0	345/619.ccls. and (parametric same texture same viewpoint)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 12:03
S92	1	345/619.ccls. and (PTM or (parametric near7 map$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 12:03
S91	4	345/619.ccls. and (parametric near7 (select$3 or chos$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 12:03
L16	0	345/619.ccls. and (parametric same texture same viewpoint)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 12:03
L15	1	345/619.ccls. and (PTM or (parametric near7 map$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 12:03
L14	4	345/619.ccls. and (parametric near7 (select$3 or chos$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 12:03
L13	0	345/587.ccls. and (parametric near7 (select$3 or chos$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 12:02
L12	1	345/586.ccls. and (parametric near7 (select$3 or chos$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 12:02
L11	19	(L7 or L8) and parametric	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 12:02

L10	1	345/585.ccls. and (parametric near7 (select$3 or chos$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 12:02
L9	8	345/423.ccls. and (parametric near7 (select$3 or chos$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 12:02
L5	3	382/285.ccls. and ((curve or curvature) near7 map$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 12:02
S77	8	345/423.ccls. and (parametric near7 (select$3 or chos$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 12:01
S69	63	345/646.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 12:00
S63	7	((texture) same (curv$5 or parametric)) and (distance same viewpoint same angle)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 12:00
S56	2	382/285.ccls. and ((curve or curvature) near7 map$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 12:00
S55	1	382/285.ccls. and (PTM or (parametric near7 map$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 12:00
L8	82	345/647.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 12:00
L7	67	345/646.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 12:00

L6	8	((texture) same (curv$5 or parametric)) and (distance same viewpoint same angle)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 12:00
L4	1	382/285.ccls. and (PTM or (parametric near7 map$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 12:00
L3	0	382/285.ccls. and ((select$3 near5 map$3) same (curv$3 or parametric))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 12:00
S54	0	382/285.ccls. and ((select$3 near5 map$3) same (curv$3 or parametric))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 11:59
S53	175	382/285.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 11:59
S51	78	345/639.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 11:59
L2	190	382/285.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 11:59
L1	84	345/639.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 11:59
S135	14	((select$3 or choos$3) near5 (texture adj map)) same (type)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 08:44
S111	37	(parametric adj texture adj map$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/23 08:43

S134	11	"6515674"..pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 15:55
S133	0	"6515674".ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 15:55
S97	2	"20020060679"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 15:55
S132	72	345/586.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 15:46
S131	99	345/587.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 15:46
S40	62	345/586.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 15:46
S39	86	345/587.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 15:46
S130	0	345/552.ccls. and ((LOD or "level of detail" or "level-of-detail") same (parametric))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 15:19
S129	0	345/587.ccls. and ((LOD or "level of detail" or "level-of-detail") same (parametric))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 15:19
S127	3	345/552.ccls. and (curv$3 near5 map$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 15:19

S126	1	345/552.ccls. and (PTM or (parametric near7 map$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 15:19
S49	0	345/587.ccls. and ((LOD or "level of detail" or "level-of-detail") same (parametric))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 15:19
S48	0	345/552.ccls. and ((LOD or "level of detail" or "level-of-detail") same (parametric))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 15:19
S47	3	345/552.ccls. and (curv$3 near5 map$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 15:19
S46	1	345/552.ccls. and (PTM or (parametric near7 map$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 15:19
S125	159	345/552.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 15:18
S124	29	345/585.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 15:18
S45	147	345/552.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 15:18
S38	28	345/585.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 15:18
S123	47	S121 and (parametric or polynomial or curv$5)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 14:36

S122	18	S121 and (parametric)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 14:36
S121	72	planar near5 (texture adj map$4)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 14:36
S120	0	non-polynomial adj texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 14:35
S119	2	non-parametric adj texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 14:35
S118	3	345/582.ccls. and (texel near3 curv$5)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 14:34
S117	7	345/582.ccls. and ((curv$3 or curvature) same (select$3 near3 map$4))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 14:33
S37	5	345/582.ccls. and ((curv$3 or curvature) same (select$3 near3 map$4))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 14:33
S116	45	345/582.ccls. and ((curv$3 or curvature) near7 map$4)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 14:30
S34	36	345/582.ccls. and ((curv$3 or curvature) near7 map$4)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 14:30
S115	17	345/582.ccls. and (PTM)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 14:19

S114	0	345/582.ccls. and (polynomial adj map$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 14:19
S113	1	345/582.ccls. and (parametric adj map$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 14:19
S33	12	345/582.ccls. and (PTM)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 14:19
S31	15	345/582.ccls. and (parametric near5 map$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 14:19
S112	717	345/582.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 14:18
S30	645	345/582.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 14:18
S110	18	(polynomial adj texture adj map$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 14:05
S108	40	(polynomial near3 texture)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:59
S109	32	S108 and (light$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:44
S107	0	345/428.ccls. and (parametric same texture same viewpoint)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:43

S106	3	345/428.ccls. and (parametric same texture same map)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:43
S105	6	345/428.ccls. and (parametric near7 texture)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:43
S103	16	345/426.ccls. and (parametric same texture same map)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:43
S25	0	345/428.ccls. and (parametric same texture same viewpoint)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:43
S24	3	345/428.ccls. and (parametric same texture same map)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:43
S23	6	345/428.ccls. and (parametric near7 texture)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:43
S104	8	345/426.ccls. and (parametric near7 texture)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:40
S102	4	345/426.ccls. and (parametric same texture same viewpoint)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:40
S101	9	345/426.ccls. and (parametric near7 map)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:40
S22	15	345/426.ccls. and (parametric same texture same map)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:40

S21	3	345/426.ccls. and (parametric same texture same viewpoint)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:40
S19	9	345/426.ccls. and (parametric near7 map)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:40
S100	1	345/423.ccls. and (parametric same texture same viewpoint)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:39
S99	6	345/423.ccls. and (parametric near5 texture)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:39
S98	7	345/423.ccls. and (parametric near7 map)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:39
S17	1	345/423.ccls. and (parametric same texture same viewpoint)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:39
S16	5	345/423.ccls. and (parametric near5 texture)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:38
S15	6	345/423.ccls. and (parametric near7 map)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:38
S95	7	horton-noah.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:19
S96	13	ritter-bradford-a.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:14

S8	10	ritter-bradford-a.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:14
S7	4	horton-noah.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/06/22 13:14
S90	6	S89 and distance	US-PGPUB; USPAT; DERWENT	OR	OFF	2004/12/29 15:05
S89	12	(US-20040096120-$).did. or (US-5446833-$ or US-5561756-$ or US-6108006-$ or US-6417860-$ or US-6515674-$ or US-6525731-$ or US-6583790-$ or US-6654013-$ or US-6822658-$).did. or (US-6078332-$ or US-6163320-$). did.	US-PGPUB; USPAT; DERWENT	OR	OFF	2004/12/29 15:05
S88	1	((select$3 or chos$3) adj (texture adj map)) same (luminosity or intensity or lighting)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/29 14:58
S87	20	345/426.ccls. and (texture same parametric)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/29 14:57
S86	17	S85 and (texture adj map)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/29 14:20
S85	2006	(non adj parametric)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/29 14:11
S83	26	S82 and (curv$5)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/29 10:19
S82	79	S81 and surface	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/29 10:19

S81	114	((select$3 or chos$3) adj3 (texture adj map))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/29 10:01
S73	0	((select$3 or chos$3) adj3 (texture adj map)) same parametric	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/29 10:00
S80	0	345/587.ccls. and (parametric near7 (select$3 or chos$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/29 09:56
S79	1	345/586.ccls. and (parametric near7 (select$3 or chos$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/29 09:56
S78	1	345/585.ccls. and (parametric near7 (select$3 or chos$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/29 09:56
S76	22	((select$3 or chos$3) adj3 texture) same (curv$5 or spline)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/29 09:26
S75	0	((select$3 or chos$3) adj3 texture) same parametric	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/29 09:25
S74	0	((select$3 or chos$3) adj3 (texture adj map)) same (curv$5 or spline)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/29 09:25
S72	7	S71 and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/29 09:24
S71	19	(S69 or S70) and parametric	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/29 09:01

S70	72	345/647.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/29 08:46
S12	384	345/423.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/29 08:46
S67	1	S66 and (viewpoint and angle and (LOD or "level of detail" or "level-of-detail"))	US-PGPUB; USPAT; DERWENT	OR	OFF	2004/12/21 12:44
S66	11	(US-20040096120-$).did. or (US-5446833-$ or US-5561756-$ or US-6108006-$ or US-6417860-$ or US-6515674-$ or US-6583790-$ or US-6654013-$ or US-6822658-$).did. or (US-6078332-$ or US-6163320-$). did.	US-PGPUB; USPAT; DERWENT	OR	OFF	2004/12/21 09:08
S65	68	S64 and (curv$4 or curvature or arc)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/21 08:26
S64	229	((select$3 or chos$3) near7 (texture adj map))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/21 08:26
S62	14	((chos$3 near5 texture) same (curv$5 or parametric))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/21 08:02
S61	57	((select$3 near5 texture) same (curv$5 or parametric))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/20 14:55
S52	7	((select$3 near5 map$4) near3 texture) same (curv$5 or parametric)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/20 14:55
S60	2	"6115050".pn.	US-PGPUB; USPAT; DERWENT	OR	OFF	2004/12/20 14:24

S59	8	S57 and angle	US-PGPUB; USPAT; DERWENT	OR	OFF	2004/12/20 14:24
S58	5	S57 and (viewpoint)	US-PGPUB; USPAT; DERWENT	OR	OFF	2004/12/20 14:20
S57	11	(US-20040096120-$).did. or (US-5561756-$ or US-6108006-$ or US-6417860-$ or US-6515674-$ or US-6583790-$ or US-6654013-$ or US-5446833-$ or US-6822658-$).did. or (US-6078332-$ or US-6163320-$). did.	US-PGPUB; USPAT; DERWENT	OR	OFF	2004/12/20 14:18
S50	0	345/582.ccls. and ((LOD or "level of detail" or "level-of-detail") same (parametric))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/20 10:38
S44	2	345/582.ccls. and ((select$3 near5 map$3) same (curv$3 or parametric))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/20 10:30
S43	0	(S38 or S39 or S40) and ((select$3 near5 map$3) same (curv$3 or parametric))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/20 10:28
S42	3	(S38 or S39 or S40) and ((curve or curvature) near7 map$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/20 10:27
S41	7	(S38 or S39 or S40) and (PTM or (parametric near7 map$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/20 10:20
S36	2	"09505337"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/16 14:46
S32	13	S31 and select$3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/16 14:41

S28	43	S26 and (texture near7 (different or various))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/16 14:40
S29	8	S26 and (texture near7 (different or various)) and parametric	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/16 13:48
S27	98	S26 and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/16 13:46
S26	156	(345/423.ccls. or 345/426.ccls or 345/428) and (select$3 near7 map)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/16 13:45
S20	8	345/426.ccls. and (parametric near7 texture)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/16 13:38
S18	567	345/426.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/16 12:59
S14	0	345/423.ccls. and (parametric near7 version)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/15 14:39
S13	93	345/423.ccls. and (parametric)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/15 14:39
S11	62	(parametric near5 texture)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2004/12/15 14:39
S9	11	("20020024516" | "20020122043" | "20020131641" | "20030026588" | "5561756" | "5872867" | "6018349" | "6515674" | "6556210" | "6583790" | "6593933").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2004/12/15 13:50

S6	2	"5973701".pn.	US-PGPUB; USPAT; DERWENT	OR	OFF	2004/12/15 13:43
S5	2	"6348917".pn.	US-PGPUB; USPAT; DERWENT	OR	OFF	2004/12/15 13:43
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S4	12	"6417860".pn. "6462747".pn. "6515674".pn. "5943058".pn. "6078332".pn. "6229547".pn.	US-PGPUB; USPAT; DERWENT	OR	OFF	2004/12/15 10:00

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1 Jump map-based interactive texture synthesis

Steve Zelinka, Michael Garland

October 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 4

Full text available: pdf(529.89 KB) Additional Information: full citation, abstract, references, index terms

We present techniques for accelerated texture synthesis from example images. The key idea of our approach is to divide the task into two phases: analysis, and synthesis. During the analysis phase, which is performed once per sample texture, we generate a jump map. Using the jump map, the synthesis phase is capable of synthesizing texture similar to the analyzed example at interactive rates. We describe two such synthesis phase algorithms: one for creating images, and one for di ...

Keywords: Interactive texture synthesis, jump maps, texturing surfaces

2 Synthesis of bidirectional texture functions on arbitrary surfaces

Xin Tong, Jingdan Zhang, Ligang Liu, Xi Wang, Baining Guo, Heung-Yeung Shum

July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 3

Full text available: pdf(14.75 MB) Additional Information: full citation, abstract, references, citings, index terms

The bidirectional texture function (BTF) is a 6D function that can describe textures arising from both spatially-variant surface reflectance and surface mesostructures. In this paper, we present an algorithm for synthesizing the BTF on an arbitrary surface from a sample BTF. A main challenge in surface BTF synthesis is the requirement of a consistent mesostructure on the surface, and to achieve that we must handle the large amount of data in a BTF sample. Our algorithm performs BTF synthesis bas ...

Keywords: 3D textons, bidirectional texture function, reflectance and shading models, surfaces, texture mapping, texture synthesis

3 Texture mapping and synthesis: Towards real-time texture synthesis with the jump map

Steve Zelinka, Michael Garland

July 2002 **Proceedings of the 13th Eurographics workshop on Rendering**

Full text available: pdf(3.75 MB) Additional Information: full citation, abstract, references, citings, index terms

While texture synthesis has been well-studied in recent years, real-time techniques remain elusive. To help facilitate real-time texture synthesis, we divide the task of texture synthesis into two phases: a relatively slow analysis phase, and a real-time synthesis phase. Any particular texture need only be analyzed once, and then an unlimited amount of

texture may be synthesized in real-time. Our analysis phase generates a jump map, which stores for each input pixel a set of matching input pixel ...

4 Content analysis: A mid-level representation framework for semantic sports video analysis

Ling-Yu Duan, Min Xu, Tat-Seng Chua, Qi Tian, Chang-Sheng Xu

November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**

Full text available: pdf(1.42 MB) Additional Information: full citation, abstract, references, citings, index terms

Sports video has been widely studied due to its tremendous commercial potentials. Despite encouraging results from various specific sports games, it is almost impossible to extend a system for a new sports game because they usually employ different sets of low-level features appropriate for the specific games and closely coupled with the use of game specific rules to detect events or highlights. There is a lack of internal representation and structure to be generic and applicable for many differ ...

Keywords: events, mid-level representation, semantics, sports video

5 Modelling for heritage experiences: Composite textures: emulating building materials and vegetation for 3D models

Alexey Zalesny, Dominik Auf der Maur, Luc Van Gool

November 2001 **Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage**

Full text available: pdf(4.67 MB) Additional Information: full citation, abstract, references, index terms

In building 3D site models for visualization and virtual walkthrough, most emphasis so far has been on creating the 3D shape models. Less emphasis has been on creating realistic textures, e.g. to simulate building materials or vegetation. Nevertheless, the appearance of object and landscape models will depend at least as much on their textures, as on the precision of their geometry. The paper proposes a texture synthesis technique for the simulation of building materials and vegetation types. As ...

Keywords: statistical texture modeling, texture analysis, texture synthesis

6 Synthesizing bidirectional texture functions for real-world surfaces

Xinguo Liu, Yizhou Yu, Heung-Yeung Shum

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(4.30 MB) Additional Information: full citation, abstract, references, citings, index terms

In this paper, we present a novel approach to synthetically generating bidirectional texture functions (BTFs) of real-world surfaces. Unlike a conventional two-dimensional texture, a BTF is a six-dimensional function that describes the appearance of texture as a function of illumination and viewing directions. The BTF captures the appearance change caused by visible small-scale geometric details on surfaces. From a sparse set of images under different viewing/lighting settings, our approach g ...

Keywords: bidirectional texture functions, image-based rendering, photometric stereo, reflectance and shading models, shape-from-shading, texture synthesis

7 Color gamut matching for tiled display walls

Grant Wallace, Han Chen, Kai Li

May 2003 **Proceedings of the workshop on Virtual environments 2003**

Full text available: pdf(678.72 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents a non-parametric full-gamut color matching algorithm. Color matching

is important for the seamless appearance of tiled displays. In particular we address the case where the tiled display is composed of different types of projectors or DLP projectors with white enhancement. White enhancement produces a non-additive color space that is difficult to model. We perform our calibration using an inexpensive colorimeter as opposed to a highly accurate spectroradiometer. Our results s ...

8 Generating Sub-Resolution Detail in Images and Volumes Using Constrained Texture Synthesis

Lujin Wang, Klaus Mueller
October 2004 **Proceedings of the conference on Visualization '04**

Full text available: pdf(808.75 KB) Additional Information: full citation, abstract

A common deficiency of discretized datasets is that detail beyond the resolution of the dataset has been irrecoverably lost. This lack of detail becomes immediately apparent once one attempts to zoom into the dataset and only recovers blur. Here, we describe a method that generates the missing detail from any available and plausible high-resolution data, using texture synthesis. Since the detail generation process is guided by the underlying image or volume data and is designed to fill in plausi ...

Keywords: texture synthesis, semantic zoom

9 Photo & video texture: Feature matching and deformation for texture synthesis

Qing Wu, Yizhou Yu
August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Full text available: pdf(448.53 KB) mov(18:47 MIN) Additional Information: full citation, abstract, references, index terms

One significant problem in patch-based texture synthesis is the presence of broken features at the boundary of adjacent patches. The reason is that optimization schemes for patch merging may fail when neighborhood search cannot find satisfactory candidates in the sample texture because of an inaccurate similarity measure. In this paper, we consider both curvilinear features and their deformation. We develop a novel algorithm to perform feature matching and alignment by measuring structural simil ...

Keywords: Distance Transforms, Image Registration, Oriented Features, Texture Warping

10 Image-based transparency and refraction: Acquisition and rendering of transparent and refractive objects

Wojciech Matusik, Hanspeter Pfister, Remo Ziegler, Addy Ngan, Leonard McMillan
July 2002 **Proceedings of the 13th Eurographics workshop on Rendering**

Full text available: pdf(16.22 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper introduces a new image-based approach to capturing and modeling highly specular, transparent, or translucent objects. We have built a system for automatically acquiring high quality graphical models of objects that are extremely difficult to scan with traditional 3D scanners. The system consists of turntables, a set of cameras and lights, and monitors to project colored backdrops. We use multi-background matting techniques to acquire alpha and environment mattes of the object from mul ...

11 Textures: Hybrid texture synthesis

Andrew Nealen, Marc Alexa
June 2003 **Proceedings of the 14th Eurographics workshop on Rendering**

Full text available: pdf(5.64 MB) Additional Information: full citation, abstract, references, citings, index terms

Patch-based texture synthesis algorithms produce reasonable results for a wide variety of texture classes. They preserve global structure, but often introduce unwanted visual artifacts along patch boundaries. Pixel-based synthesis algorithms, on the other hand, tend to blur out small objects while maintaining a consistent texture impression, which in return

doesn't necessarily resemble the input texture. In this paper, we propose an adaptive and hybrid algorithm. Our algorithm adaptively splits ...

12 Special issue on special feature: Feature extraction by non parametric mutual information maximization

Kari Torkkola

March 2003 **The Journal of Machine Learning Research**, Volume 3

Full text available: pdf(357.19 KB) Additional Information: full citation, abstract, index terms

We present a method for learning discriminative feature transforms using as criterion the mutual information between class labels and transformed features. Instead of a commonly used mutual information measure based on Kullback-Leibler divergence, we use a quadratic divergence measure, which allows us to make an efficient non-parametric implementation and requires no prior assumptions about class densities. In addition to linear transforms, we also discuss nonlinear transforms that are implement ...

13 3D texture: Volumetric illustration: designing 3D models with internal textures

Shigeru Owada, Frank Nielsen, Makoto Okabe, Takeo Igarashi

August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Full text available: pdf(461.67 KB) mov(19:19 MIN) Additional Information: full citation, abstract, references

This paper presents an interactive system for designing and browsing volumetric illustrations. Volumetric illustrations are 3D models with internal textures that the user can browse by cutting the models at desired locations. To assign internal textures to a surface mesh, the designer cuts the mesh and provides simple guiding information to specify the correspondence between the cross-section and a reference 2D image. The guiding information is stored with the geometry and used during the synthe ...

Keywords: Interactive Techniques, Non-Photorealistic Rendering, Texture Synthesis, Volumetric Modeling

14 Object-based image editing

William A. Barrett, Alan S. Cheney

July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 3

Full text available: pdf(18.90 MB) Additional Information: full citation, abstract, references, citings, index terms

We introduce Object-Based Image Editing (OBIE) for real-time animation and manipulation of static digital photographs. Individual image objects (such as an arm or nose, Figure 1) are selected, scaled, stretched, bent, warped or even deleted (with automatic *hole filling*) - *at the object, rather than the pixel level* - using simple gesture motions with a mouse. OBIE gives the user direct, local control over object shape, size, and placement while dramatically reducing the time require ...

Keywords: animation, image editing, image warping, image-based rendering, texture synthesis

15 Non-photorealistic virtual environments

Allison W. Klein, Wilmot Li, Michael M. Kazhdan, Wagner T. Corrêa, Adam Finkelstein, Thomas A. Funkhouser

July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(5.48 MB) Additional Information: full citation, abstract, references, citings, index terms

We describe a system for non-photorealistic rendering (NPR) of virtual environments. In real time, it synthesizes imagery of architectural interiors using stroke-based textures. We address the four main challenges of such a system — interactivity, visual detail, controlled stroke size, and frame-to-frame coherence — through image based rendering (IBR)

methods. In a preprocessing stage, we capture photos of a real or synthetic environment, map the photos to a coarse model of the ...

Keywords: image-based rendering, interactive virtual environments, non-photorealistic rendering, texture mapping

16 Photo & video texture: Near-regular texture analysis and manipulation

Yanxi Liu, Wen-Chieh Lin, James Hays

August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Full text available: pdf(1.26 MB) mov(22:40 MIN) Additional Information: full citation, abstract, references

A near-regular texture deviates geometrically and photometrically from a regular congruent tiling. Although near-regular textures are ubiquitous in the man-made and natural world, they present computational challenges for state of the art texture analysis and synthesis algorithms. Using regular tiling as our anchor point, and with user-assisted lattice extraction, we can explicitly model the deformation of a near-regular texture with respect to geometry, lighting and color. We treat a deformatio ...

Keywords: deformation field, near-regular texture, texture analysis, texture manipulation, texture replacement, texture synthesis

17 Lapped textures

Emil Praun, Adam Finkelstein, Hugues Hoppe

July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(9.11 MB) Additional Information: full citation, abstract, references, citings, index terms

We present for creating texture over an surface mesh using an example 2D texture. The approach is to identify interesting regions (texture patches) in the 2D example, and to repeatedly paste them onto the surface until it is completely covered. We call such a collection of overlapping patches a lapped texture. It is rendered using compositing operations, either into a traditional global texture map during a preprocess, or directly with the surface at runtim ...

Keywords: parametrizations, texture mapping, texture synthesis

18 Applications: Tour into the video: image-based navigation scheme for video sequences of dynamic scenes

Hyung Woo Kang, Sung Yong Shin

November 2002 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available: pdf(4.53 MB) Additional Information: full citation, abstract, references, index terms

Tour Into the Picture (TIP) is a method for generating a sequence of walk-through images from a single reference image. By navigating a 3D scene model constructed from the image, TIP provides convincing 3D effects. This paper presents a comprehensive scheme for creating walk-through images from a video sequence by generalizing the idea of TIP. The purpose of this work is to let users experience the feel of navigating into a video sequence with their own interpretation and imagination about a giv ...

Keywords: animation, image-based rendering, video sequence

19 Image quilting for texture synthesis and transfer

Alexei A. Efros, William T. Freeman

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Additional Information:

Full text available: pdf(9.04 MB) full citation, abstract, references, citings, index terms

We present a simple image-based method of generating novel visual appearance in which a new image is synthesized by stitching together small patches of existing images. We call this process *image quilting*. First, we use quilting as a fast and very simple texture synthesis algorithm which produces surprisingly good results for a wide range of textures. Second, we extend the algorithm to perform texture transfer — rendering an object with a texture taken from a different object. Mo ...

Keywords: image-based rendering, texture mapping, texture synthesis

20 Image-based 3D photography using opacity hulls

Wojciech Matusik, Hanspeter Pfister, Addy Ngan, Paul Beardsley, Remo Ziegler, Leonard McMillan

July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 3

Full text available: pdf(27.14 MB) Additional Information: full citation, abstract, references, citings, index terms

We have built a system for acquiring and displaying high quality graphical models of objects that are impossible to scan with traditional scanners. Our system can acquire highly specular and fuzzy materials, such as fur and feathers. The hardware set-up consists of a turntable, two plasma displays, an array of cameras, and a rotating array of directional lights. We use multi-background matting techniques to acquire alpha mattes of the object from multiple viewpoints. The alpha mattes are used to ...

Keywords: 3D photography, image-based rendering